

What is claimed is:

1           1.       A method for delivering content to a mobile device from a network site  
2       where the mobile device and network site may each employ different communication  
3       protocols, programming and mark-up languages, and/or natural language formats relative  
4       to each other, the method comprising:  
5               receiving a communication from a mobile device corresponding to a request for  
6       content from a network site;  
7               identifying a communication protocol, a programming and mark-up language, and  
8       a natural language format employed by the mobile device;  
9               determining which of the identified communication protocols, programming and  
10       mark-up languages, and natural language formats differ between the mobile device and the  
11       network site;  
12              modifying the content in regard to whichever of the communication protocol,  
13       programming and mark-up language, and natural language format of the content differs  
14       between the mobile device and the network site such that each of the communication  
15       protocol, programming and mark-up language, and natural language format of the  
16       converted content matches the communication protocol, programming and mark-up  
17       language, and natural language format of the mobile device; and  
18              transmitting the converted content to the mobile device in the communication  
19       protocol, programming and mark-up language, and natural language format of the mobile  
20       device.

1           2.       A method according to claim 1, further comprising identifying a  
2       communication protocol, a programming and mark-up language, and a natural language  
3       format employed by the network site prior to determining which differ.

1           3.       A method according to claim 1, wherein identifying a communication  
2       protocol, a programming and mark-up language, and a natural language format employed  
3       by the mobile device comprises accessing a database comprising communication protocol,  
4       programming and mark-up language, and natural language format properties of different  
5       types of mobile devices.

1           4.       A method according to claim 1, wherein identifying a communication  
2 protocol, a programming and mark-up language, and a natural language format employed  
3 by the network site comprises accessing a database comprising communication protocol,  
4 programming and mark-up language, and natural language format properties of different  
5 network sites.

1           5.       A method according to claim 1, wherein identifying a communication  
2 protocol, a programming and mark-up language, and a natural language format employed  
3 by the network site comprises querying the network site.

1           6.       A method according to claim 1, wherein identifying a communication  
2 protocol, a programming and mark-up language, and a natural language format employed  
3 by the mobile device uses a serial number, device ID, or useragent and other request  
4 header information of the mobile device to make the identifications.

1           7.       A device for delivering content to a mobile device from a network site  
2 where the mobile device and network site may each employ different communication  
3 protocols, programming and mark-up languages, and/or natural language formats relative  
4 to each other, the device comprising:

5           computer executable logic taking a communication received from a mobile device  
6 corresponding to a request for content from a network site and identifying a  
7 communication protocol, a programming and mark-up language, and a natural language  
8 format employed by the mobile device;

9           computer executable logic for determining which of the identified communication  
10 protocols, programming and mark-up languages, and natural language formats differ  
11 between the mobile device and the network site;

12          computer executable logic for modifying the content in regard to whichever of the  
13 communication protocol, programming and mark-up language, and natural language  
14 format of the content differs between the mobile device and the network site such that  
15 each of the communication protocol, programming and mark-up language, and natural  
16 language format of the converted content matches the communication protocol,



1           13.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication between at  
3     least two different protocols.

1           14.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication between at  
3     least three different protocols.

1           15.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication between at  
3     least two different programming and mark-up languages.

1           16.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication between at  
3     least three different programming and mark-up languages.

1           17.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication between at  
3     least two different natural language formats.

1           18.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication between at  
3     least three different natural language formats.

1           19.     A device according to claim 7, wherein the logic for identifying a  
2     communication protocol, a programming and mark-up language, and a natural language  
3     format employed by the mobile device uses a serial number, device ID, or useragent and  
4     other request header information of the mobile device to make the identifications.

1           20.     A device according to claim 7, wherein the logic for converting the  
2     communications to be exchanged is capable of converting the communication to be  
3     exchanged between program languages selected from the group consisting of, for example,  
4     HDML, WML, HTML, MML and CHTML.

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21. A device according to claim 7, wherein the logic for converting the communications to be exchanged is capable of converting the communications between natural language formats for countries and geographic regions selected from the group consisting of, for example, Japan, United States of America, Korea, China and Europe.

22. A device according to claim 7, further comprising computer executable logic for providing a user interface by which a range of different mobile devices which may access content from the network site may be defined.

23. A device according to claim 7, further comprising computer executable logic for providing a user interface by which a range of different mobile devices which may access content from the network site may be defined based on the natural language format employed by the mobile device.

24. A device according to claim 7, further comprising computer executable logic for providing a user interface by which a range of different mobile devices which may access content from the network site may be defined based on the programming and mark-up language employed by the mobile device.

25. A device according to claim 7, further comprising computer executable logic for providing a user interface by which a range of different mobile devices which may access content from the network site may be defined based on the communication protocol employed by the mobile device.

26. A device according to claim 7, further comprising computer executable logic for providing a graphical user interface to enable the rapid development of mobile applications by aiding the process of aggregating instruction sets to be executed in batches.